PCW-World

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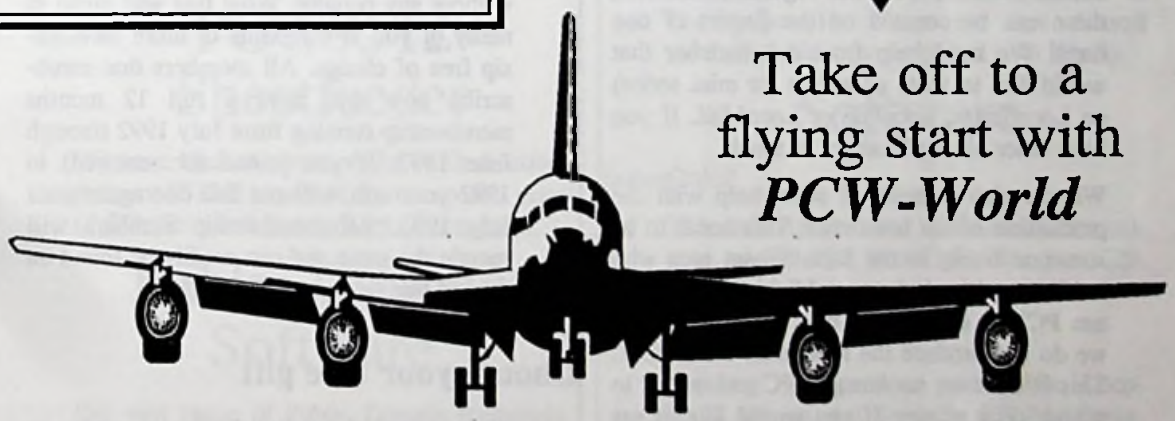
Take off to a flying start with *PCW-World*



VOLUME 3 ISSUE 1 SUMMER 1992

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News

We've Moved

If you haven't noticed already, please note that we have moved from 'Cotswold House' in Cradley Heath to new premises in HALESOWEN (about 1 mile away from the old address). We have moved to larger premises with the view to serving our members even better. Our new address is:

PCW-World, Meadway Court, Bloomfield Street North, HALESOWEN, West Midlands B63 3RE. Tel: 021 585 7424 and for those with access to a Fax: 021 585 7434.

The move, now completed, has resulted in the delay for this newsletter, for which we apologise.

Help Wanted

With the continued success of both PCW-World User Group and the mail order business known as PCW-World, we are looking for a User Group member to help with the production of the newsletter.

While we are very gratefull to the contibutionms received from our regular columnists, these can be counted on the fingers of one hand! We need help from any member that would like to write an article (or mini series) on LocoScript, LocoFile or LocoMail. If you have other ideas please get in touch.

We are also in need of some help with the production of the newsletter. This needs to be someone living in the Birmingham area who is interested in desk top publishing. While we use PCW's extensively here at PCW-World, we do not produce the newsletter on a PCW. This is done on an Amstrad PC and output to a PostScript printer. **If you would like to get involved with this and have an interest in DTP we would like to hear from you.** You would need to allow just a few hours per month.

If anyone is able to help please give Gerry a call at PCW-World on 021 585 7424. Thank you.

Welcome PcWs

Since our last newsletter we have quite a number of new members using the PcW9256, PcW9512+ BJ10e and a few PcW9512+ Daisy owners joining our ranks.

While the PcW9256 and PcW9512+ are basically modernised versions of the PCW8256 and the PCW9512 3" disk computers, most of what we have to say in this newsletter is directed at all PCW (PcW) users. I'm sure everyone will join us in welcoming all new PcW and PCW users.

Subscriptions

In order to streamline the process of subscription renewals it has been decided that all subscriptions shall become due anually on the 1st of July.

Many members are around 6 months behind with their subscription renewal. PCW-World User Group is partly to blame for this as we haven't sent out reminders for a similar period. In recognition of this we are giving everyone the opportunity to resubscribe now without any penalty. What this will mean to many of you is 6 months or more membersip free of charge. All members that resubscribe now will have a full 12 months membership running from July 1992 through June 1993. If you joined (or renewed) in 1992 your sub. will not fall due again until July 1993. All membership numbers will remain the same and can readily be found on the top line of your address label.

Choose your free gift

As a special thank-you for resubscribing to the UKs largest independant PCW User Group, choose a free gift: either an Amstrad 10 capacity fanfile diskbox or, a 'Page Boy' Wordprocessing Ruler or, any one of our PD library disks. To qualify your renewal should be received before 1st August 1992. Membership still costs only £9.95.

Special Offers

Support your User Group and SAVE!

We are very pleased to announce that we have been appointed by Thurston Techniques as sole distributor of their well known (and useful) products.

In recognition of this we will be able to pass onto members the following savings: Any TempDisc (TempDisc 1, 2, 8.2, 9 or PC) will be available for the special price of £9.95.

Other Thurston Techniques products that are available at special prices are as follows: WordDisc (a 39,000 word Thesaurus); Fone-Mate; XWorder; TT Patience (six card patience games) at £9.95 each. A saving of £7 for WordDisc. See elsewhere for full details.

Ribbon Re-inking

We can re-ink **any make of black fabric cassette ribbon** (not MS carbon film or colours) and offer this service to members at .99p per ribbon. Ribbon re-ink spray is also available for DIY enthusiasts at £11.95.

PCW9512 Sheetfeeder

We have limited stocks of the 9512 sheetfeeder (not 9512+) available for the special price of £39. This includes updated system disks.

Public Domain Software

Our vast range of Public Domain (copyright free) software is now available at special prices to PCW-World members. Choose 1 to four disks at £3.95 each or 5 or more for just £2.95 each. There are some gems to be had from the library so why not take advantage of these very special prices. (Price includes disk)

Hardware

Grip Clip

A very useful copy holder that clips to either side of the PCWs monitor can be had for just £2.95. RRP is £6.95.

Bubble Jets

Special printer prices to members for the Canon BJ10e £229 and Canon BJ10ex £239.

AMX Mouse

We have limited stocks of the very popular AMX mouse and interface (with through port) at £39.95. This includes AMX Desktop software. The AMX mouse can be used with all old style PCWs.

3.5" Bulk Disks

Japanese 3.5" DS/DD disks (suitable for all PCW/TEAC 3.5" drives) are available (ex software house) for just £3.95 per ten, £19 per 50 or £35 per hundred. Stock up now at these bargain prices! Fully guaranteed.

3" Panasonic

Panasonic 3" disks are still available at £14.95 per 10. These are true Amsoft unlabelled disks (but supplied with labels).

Software

SuperCalc2

This industry standard spreadsheet is available on 3" disk (not 3.5") for just £29. Special purchase means you save £££s.

PC Software

Amazing savings here over RRPs. LocoScript PC vn. 1.6 for only £79; AccountsMaster (needs Hard disk) £49; InfoMaster £29; dBASE III £49; SuperCalc 3.21 £49; WordStar £49; SuperCalc 4 £49. Buy any one of the above and choose another PC Software pack free. You pay for the higher priced pack only! eg. Buy LocoScript PC and choose Supercalc 4 free, you pay £79.

PCW Scribes

THE WORLD OF THE PCW

In a recent discussion between ourselves (Gerry Austin and Geoff Childs), we considered that literature about the PCW was not available in two important areas, a full introduction to CP/M+, and an introduction to the applications available to new users, particularly those who have bought the PCW principally or solely as a word processor.

We need your help!

It is the second project that we want to bring to the attention of members. Naturally, both of us have a lot to say on many subjects. On the other hand, there are some areas of PCW computing where our knowledge is sketchy or non-existent. PCW-World is large enough to have members whose knowledge in certain areas is far greater than our own. It is our hope that we can make this book a joint project with a number of contributions from our members. That may mean YOU!

Below, we print a synopsis of chapters in the book we envisage. This is no more than a draft list, and the final product may omit some topics or include other material. Indeed the whole shape may be different. You will see many of the chapters or subsections are given a + or a *. These are topics where we would be especially grateful for contributions. Those with + are mainly subsections needing a fairly short contribution, the starred sectioned will probably need longer pieces.

If you feel that you have something to contribute, or indeed you think you just might have something to say or want to know more, please contact Geoff Childs, 14 Gretton Road, Winchcombe, Gloucs. GL54 5EG (or give Gerry a ring). Please do not feel that you cannot contribute because your knowledge is insufficient or that you have no experience in producing written material. We shall be grateful for all material, particularly in Locoscript or ASCII. Naturally, the final product may be edited or expanded. We thank you, in anticipation, for your help.

SYNOPSIS

Title: The World of the PCW. Subtitle: A guide for intelligent beginners.

GETTING STARTED 1. P, C or W? 2. Beginners only (Formatting discs, copying files, starting Locoscript). 3. Your first application program (including Start of Day discs). 4. Communication with other PCW users.

APPLICATIONS 5. Business programs (Introduction to Databases, Spreadsheets etc). 6. The PCW and my business or finances. * (in this section and the next we would like contributions from members who have used well known software in their own offices homes and businesses) 7. Integrated programs. (Mini Office+ Others+) 8. Hobbies (including Mandelbrot) 9. Games. 10. Educational Software. + 11. Locofile, Locomail * (Locospell)

GRAPHICS AND PUBLISHING 12 Desk Top Publishing. (Printmaster, FSE+, NI+, SP+, ?+) 13 Microdesign. 14 Optical Scanning (other pictorial applications.+)

ADD-ON FACILITIES 15 Other word-processors. + 16 Memory and extra discs. (Hard discs.+) 17 Other printers. + 18 Comms. (Networks. +)

PROGRAMMING 19 Copying a Program. 20 The Basic language. 21 Other languages. (Pascal+, C+, Logo+) 22 Business and Basic.

END 23 Glossary. 24 Index.

Chapters marked * :full chapter contributions wanted (1000-5000 words). Sections or chapters marked + : shorter contributions wanted, possibly just on the subsection indicated (up to about 1000 words).

ALL WORD PROCESSOR USERS SHOULD HAVE THESE!

TempMate

SAVES TIME, PAPER AND BAD LANGUAGE!

"Excellent.... there are a number of word processing aids of this kind on the market but this is the best I have seen" APCW Magazine Aug 1987.

"Like many simple things extremely useful" BBC Ceefax

PLace the transparent PVC overlay grid over a form or letterhead and correct positions for Margins, Tabulation and Lines are clearly shown.

Full instructions are on the reverse of the calendar backer card but it is so simple it doesn't need further explanation.

Originally developed as a teaching aid by a member of the institute of Word Processing. Ideal tool for the advanced, or student, word processor user.

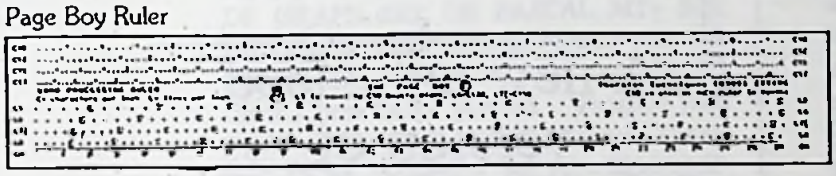
Cost can be recovered by the value of the time saved the first time it is used.

Versions for 10, 12, 15 & 17 characters per inch. Landscape acetate versions also available.

Word Processing Ruler

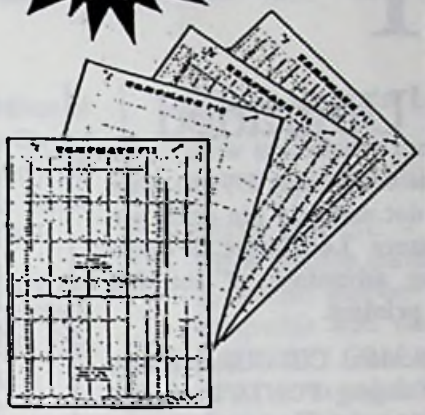
There are thirteen choices on the Page Boy word processing ruler. The Page Boy includes character pitches 5, 6, 7½, 10, 12, 15 and 17. Page lines 5, 6 and 7½. A centimetre and inch ruler.

Page Boy Ruler



Set of 4 TempMates and Page Boy Ruler for £16.75

Save £10.00



TempMate £5.95
Page Boy £2.95

Leisure Software

Brian Clough Football	£14.99
Bridge Player	£30.60
Buran	£15.28
Classic Collection Vol 1	£14.99
Classic Collection Vol 2	£14.99
Classic Games 4	£24.95
Clock Chess '89	£20.39
Colossus Bridge	£14.99
Colossus Chess	£14.99
Cross Grid	£14.95
Games Plus	£19.95
Graham Gooch Test Cricket	£20.99
Grandslam	£15.28
Head Coach	£19.95
Home Entertainment Centre	£14.99
Scapeghost	£19.95
Scrabble	£12.39
Sir Perceval	£15.28
Steve Davis Snooker	£14.99
Tank Attack	£14.99
Terracom	£15.28
Time & Magik	£15.99
Tomahawk	£19.95
Trivial Pursuits	£25.53
World Of Soccer	£19.95

Please state PCW model & Disc Size

T T Patience

Six card Patience games to play on screen includes Poker Patience, Pairs, Foursome and an instant cover up in case the milk man catches you. Addictive and designed to use the time you have saved using the other Thurston Products.....£14.95

CREDIT CARD HOTLINE 021 585 7424

TempDisc

"A showcase for the features of LocoScript" (CwAPCW Sept 1987)

TempDisc 1 (LocoScript1). PCW8256/8512/9256
172K of files on each side of a Drive A disc, 13 letterheads, invoices, minutes, agendas, annual statement, school marking chart, timetable, Will, CV, script layouts writers, inventory, planners, appointment diary, shipping document, production schedule, authors, hotel menu, bordered & plain labels & envelopes, family tree, compliments, phone list, bar chart, personal files, tournament KO-chart, league tables, seasonal greetings, star signs, invitations, apology for bad party behaviour, tickets, screen art, disc labels, a calendar and a d.Ly. 110 year diary and festive features.

TempDisc 2 (LocoScript2). PCW8256/8512/9256
Same files as TempDisc 1 PLUS special Christmas Characters in two LocoChar 'artsets' including 'boxed text/headings',Christmas designed envelopes, bordering and greeting in 14 languages, Card layouts with verse, Instant Stock Layouts, pitch guide, Settings, Std (9 pre-set paper choices), clever use of Standard Phrases facility.

TempDisc 8.2 (LocoScript 2 and LocoMail). PCW8512/9256
Drive B disc 3" or 3½", 135 files (706k) with LocoMail★ and LocoChar. All TempDisc 2 files PLUS many LocoMail applications: 110 year diary (select the year and LocoMail provides!), 3 year calendar, envelopes★ (Airmail 1st class, Private, 1st Day), 23 letterheads, order form, 9 invoices★, random 'tot-ups'★, statement★, analysis layouts★, 28 choice metric converter★, payment advice★, ledger★, weekly appointment diaries, vertical 3 to 9 columned open file (simply add your own headings). Crossword layout, self numbering tickets★, KO Draw & Chart★ (seeds players, places BYES and prints charts). Fixture lists★ for up to 16 teams (with 'no clash' options).

TempDisc 9 PCW9512/9512+
A Drive A disc for pcw 9512 owners. 706k of files. Files cover; All the TempDisc 8.2 files but NOT the Christmas Characters. Extra features include layouts for LANDSCAPE printing and additional family tree examples. the permutations of files, stock layouts, paper types etc and TempDisc 8.2 and 9 each offer over 700 choices!

SPORTS ORGANISERS: Special versions of 8.2 and 9 exclude finance files and include extra SPORT files with LocoMail match ticketing and scheduling etc.

TempDisc PC (LocoScript PC)
650k on 2x5¼ or 1x3½ disc. Includes files from the 8.2 and 9 versions (not the Christmas Characters) but with database (LocoFile) options. Choose from TempDisc Personal, Business or Sport. All PC discs have 23 letterhead options, a 3 year calendar and a 110 year LocoMail diary.

What do the critics say?
CwAPCW (Sept87) "..the Author is eminently qualified in this field and deserves a pat on the back for ingenuity.. excellent investment .."YrAPCW (Dec87)"..a few minutes will convince the perfectionist of its usefulness.. extremely professional."APCW Mag (Aug 87) "..TempDisc and TempMate are excellent..astounding what can be done with ingenuity.

TempDisc 1:£17.95 TempDisc 2: £18.95 TempDisc 8.2 or 9: £19.95
TempDisc PC: £19.95 (for PC state Sport, Personal or Business & disc size)

FoneMate

£3 OFF

PCW Computers; A double-density format suitable for the 9512/9512+/9256 and Drive B of the 8512. For use with LocoScript 2 and LocoFile and LocoMail. 3", 5¼", 3½".

PC Computers; A 3½" 720k disc for LocoScript PC's Database.

- 350k Locofile (datafiles) of National telephone codes and exchanges. Search by code or exchange. Extract files for screen lists or printing. 34k file of 071/081 London codes.
- FoneData is a LocoFile of 15 items. For names, addresses, post-codes, birthdays, fax and telephone numbers. A STATUS item allows a limitless division of records into business, services, personal, relations etc. A CARD item determines those who should be listed for greetings cards.
- 18 alternative extract files for merging to list and/or prints lists and labels.These include selection by random on name or record number, by STATUS, birth months and greeting cards. A very flexible selection and easy to use.
- Quarter-hourly appointment diaries with vertical and horizontal lines. Weekly diary.
- An up-to-date 40k diary. Simple entry technique. Two lines pe. day but simply expanded with the RETURN key.
- 5 year Calendar and Personal file.
- Approximately 570k or space has been used on this disc.

WordDisc

The Writer's Choice

£3 OFF

PCW Computers; A double-density format for the 9512/9512+/9256 and Drive B of the 8512. For LocoScript 2 and LocoFile. 3", 5¼, 3½".

PC Computers; A 3½" 720k disc for LocoScript PC's Database.

- A Thesaurus/synonyms file of approximately 6000 main words and 33,000 alternatives. Uses 528k of space.
- Script Writers; Script Layouts for TV, Stage, Radio & Film.
- Layout for Authors.

X Worder

For Crossword Compilers

£3 OFF

PCW Computers; Suitable for PCW 8256, 8512, 9256 or 9512, 9512+. for Locoscript 1 or 2, 3" or 3½". Please state size & computer model when ordering.

PC Computers; A 3½" or 5¼" 360k disc for use with LocoScript PC.

- A variety of prepared CROSSWORD grids 15x15, 13x13, 12x12.
- Pre-numbered clue squares.
- Pre-numbered section for clues.
- £20 prize crossword included.

WordDisc PCW	£13.95	WordDisc PC	£16.95
FoneMate PCW	£12.95	FoneMate PC	£15.95
X Worder PCW	£9.95	X Worder PC	£14.95

Prices include V.A.T. and U.K. delivery

PCW WORLD

MEADWAY COURT, BLOOMFIELD STREET NORTH
HALESOWEN, WEST MIDLANDS B63 3RE
Phone: 021 585 7424 Fax: 021 585 7434

SuperScript 2

Fully Upgraded

Superscript 1 was designed in 1991 to allow users of add-on dot matrix 9 pin or 24 pin printers to enhance LocoScript 2 documents by taking advantage of the full facilities of their printers.

These facilities included COLOUR printing, the facility of changing FONTS or typing quality *within* a document, reverse printing, shadow and outline, extra characters from the IBM set and double, triple or quadruple HEIGHTS and WIDTHS as available on specific printers. Superscript 1 had 86 extra keypresses available to achieve these effects. Now, SUPERSCRIPT 2 contains many additional new features.....

*** Nearly 3 times as many extra commands (about 250).**

*** Full graphics character set with unidirectional printing available.**

*** Extra (and interchangable) characters from the IBM set.**

*** 'Home-made' characters if unavailable on your printer.**

*** Overlining or overscoring facilities.**

*** Full exchange to any international character set within a document.**

*** A pictorial Superscript Logo which can be exchanged for:**

- A logo of your own design (a design program is included on the disc).

- A pictorial cut selected from a small library.

- A set of names and addresses available for inclusion at a keypress.

*** Extra margin setting and reverse line and form feeds.**

*** A facility to add extra commands if available on your printer.**

*** Simpler programs for personal adjustments.**

*** ALL the Superscript 1 facilities.**

SUPERSCRIPT 2 is available from PCW World, price £29.95 (members price £24.95). Upgrading from Superscript 1 to Superscript 2 is available on return of original disc for £10.

PLEASE NOTE THAT SUPERSCRIPT IS NOT DESIGNED TO WORK WITH THE PRINTERS SUPPLIED WITH THE PCW,

A new enhanced version of SuperScript is ready now

but it works well with practically any Epson compatible printers - particularly the STAR range and the SWIFT which are popular with many PCW users.

SuperScript & Bubblejets. SuperScript has not been tested on these printers and is not suitable for use with the Canon BJ10e, as supplied with the PcW9512+. We would be interested to hear from owners of other bubblejets (particularly Canon BJ10EX and H. P.) to help test for compatibility.

Software Imperative

We are pleased to be able to offer PCW-World members discounts on Software Imperative's titles.

FLIPPER 3 is available for £30

ROCKET SPREADSHEET - costs just £40

FOREWORD - is available for £42.50

The above titles are available for any model PCW but please, as with all orders, state the model of PCW and disk size when ordering. Thank you.

Noticeboard

WANTED for PCW: NewWord, WordStar or Pocket WordStar, dBASE II, Touch 'n Go and many others. Must be original disks & manuals. Miss G Warren, 3 Scotfield Court, Handcross Road, LUTON, Beds. LU2 8JL

FOR SALE: PCW9512 Accoustic hood and extension £40; also Sheet feeder. WANTED: "Program your PCW" by Ian Sinclair. Tel: 0736 710314

FOR SALE: SOFTWARE - Electronic Studio Light pen & software £35; DR DRAW £25; DR GRAPH £25; DR PASCAL MT+ £25; DR CBASIC £25; SuperCalc 2 £25; ARNOR Prospell £15; Reel Time autio tutor £8; 3D Clock Chess £9.95. BOOKS - "Program your PCW" £4.50; "The Amazing Amstrad Omnibus" £5.50; "Mastering the PCW8256/8512" £6; "The Amstrad CP/M Plus" £10; "Introducing Amstrad CP/M Assembly" £6.50; "Using The PCW8256" £6.50; "Amstrad Wordprocessing" £6; "Wordprocessing with Amstrad" £7. Postage for Software is free. Postage on books is £1. Telephone Peter: 0726 66876

PCW *Streamlined* BASIC

Third edition ready NOW!

Geoffrey Childs has been busy updating our popular book (with complimentary free disk) to include the new PcWs.

A third edition is very good news as this demonstrates our commitment to continued product support. When ordering "PCW *streamlined* BASIC" please specify which model PCW (or PcW) you are using so that the correct free disk can be sent with the order.

"PCW streamlined BASIC" book and disk is available only from the publishers, PCW-World, at £18.95 per copy.

Public Domain Library

New additions to the library, please state 3" or 3.5" disk size when ordering.

U/116 MSDISC - A super MS DOS to CP/M disk/file transfer utility. Now updated to include support for 'A' drive use and compatible with the new PcWs. Includes FASTCOPY.COM to quickly copy disks in CP/M or to and from CP/M and MS DOS formats. This has a timesaving multiple copy feature whereby, memory permitting, a disk can be read into memory just once and written back to a new disk many times, without reading the source disk again.

U/117 SIMPLE ACCOUNTS - A Shareware version of the popular Cornix Simple Accounts. Registration required for continued use.

G/120 ANIMALS - A disk full of 21 .MDAs (and a few .CUTs) for use with MicroDesign2. Cats, dogs, horses, birds and the like. Excellent quality graphics.

G/121 PRINTMASTER GRAPHICS 4 - A super disk of new material for Printmaster fans. There are 5 more Printmaster graphics libraries covering general topics and three specialised libraries covering sport, space and Mormon subjects. Also on this disk are a number of new Borders - give Printmaster a new lease of life!

GA/105 DRAUGHTS - For those that can't find all those missing pieces, play with the PCW and never loose another draughtsman!

ED/102 FRENCH TUTOR - An ideal way to help learn the French language.

T/107 - T/117 THE OLD & NEW TESTAMENTS - Now available in LocoScript 2 format. King James version. Requires PCW8512/PCW9512 or new PcWs. 3" or 3.5" disk.

T/125 - T128 SHAKESPEARS PLAYS - Titus Andronicus, King Henry VI, As you like it and A Midsummer Nights Dream, 1 disk per reference.

BASICally

The projects that I set at the end of each of these articles are designed to get you to try out the material discussed in the text. Hopefully many of you will also experiment a little to try and extend your BASIC programs even further. This month I want to slow the pace a little and pause to look at the most fundamental of the BASIC keywords - good old PRINT.

PRINT is the easiest of all the BASIC commands. Indeed, it is the first command we used, way back in part one of this series. We have made a lot of use of the PRINT command during the series, although only in its most basic form. As you will hopefully recall, we have used it to put both numbers and strings of text to the screen. Well, as you may have expected, there is rather more to the PRINT command than that.

The first thing I want to look at is where BASIC will put the data resulting from a print statement. The following print statements will put two messages to the screen - each on their own lines:

```
10 PRINT "I've got an "
20 PRINT "Amstrad PCW."
```

will show on-screen as:

```
I've got an
Amstrad PCW.
```

This probably won't surprise many of you. However, the C programmers amongst you will find this very strange as C assumes that all PRINTF statements are to be joined unless it is told otherwise. In BASIC it is the other way around. If you want the data from a PRINT statement to append to the data from a previous PRINT statement, a semicolon should be tagged on the end of the previous one. Here are our two previous lines along with the semicolon:

```
10 PRINT "I've got an ";
20 PRINT "Amstrad PCW."
```

will show on-screen as:

```
I've got an Amstrad PCW.
```

This is certainly a useful thing to know about. When doing a lot of printing to the screen, lines can get quite long and so the semicolon allows us to split a long line over one or more screen lines. The other piece of advice to go with this is to remember to include a space at the end of the text where a semicolon follows - if text continues on the next line.

Making space

The rest of the topics I want to look at involve using new keywords with the PRINT command. The first of these is SPC. This prints a number of spaces at the current cursor position. For example, the statement PRINT SPC(10) will print 10 spaces at the current cursor position. Try this program:

```
10 PRINT "5:16:34pm";
20 PRINT SPC(10);
30 PRINT "28th May 1992"
40 PRINT "--------";
50 PRINT SPC(10);
60 PRINT "------------"
```

will show as

```
5:16:34pm        28th May 1992
--------         ------------
```

SPC allows for precise positioning without having to count a certain number of spaces in each PRINT statement. It should also make for slightly shorter, more comprehensible programs.

Performing a similar function to SPC is TAB. Instead of printing a certain number of spaces, the TAB command will print the data at the given position. Take a look at the following example:

```
10 PRINT "5:16:34pm";
20 PRINT TAB(15);
```

speaking...

Part 8

by Matthew Holbrook

30 PRINT "28th May 1992"

This will print some text at the current position (i.e. the left-hand edge of the screen). The next text will print at column 15 as BASIC's imaginary pointer has been moved on with the TAB instruction. This is easier to use than SPC in many cases. For example, if you are printing columns of information, you can align the columns on specific tab positions, rather than on the number of spaces between each.

Character reference

Some of the home computers of the early 1980s had graphic characters on their keyboards. Simple pictures could be obtained by using these keys -normally with a <Shift> or <Ctrl> key. Basic pictures could be produced with ease. You may not realise it, but the PCW has a similar set of characters. As the PCW is marketed as a word processor, these characters are not included on the keyboard. If you want to see the characters that the PCW can produce, you will need to fish out the user guide that came with your PCW. The location of this data will vary depending on the model you have. PCW8512 owners will find this information in section I.4 'The complete Character Set'. This is on pages 113 to 118 of the CP/M part of the guide

Your documentation will show these special characters along with at least two sets of reference numbers. The one we are interested in for this article is the decimal number. This can be used with several BASIC keywords, the most popular of which is CHR$. This instruction is followed by a number in round brackets - the number being the decimal reference. For example, to print a double vertical bar, you would use the following:

PRINT CHR$(133)

Such PRINT statements can be strung together for ease of use. Also, such PRINT statements can be used with other features of BASIC - such as FOR/NEXT loops. For example, if you wanted to produce 50 double horizontal bars, you would use some code similar to the following:

10 FOR count = 1 to 50

20 PRINT CHR$(138);

30 NEXT

This is a good point to pause and look at another couple of the features of Mallard BASIC that can help in this kind of situation. If you are issuing lots of PRINT commands, things can get a little tedious. Luckily, Mallard BASIC has a couple of features which can make life a bit easier. Most of Mallard BASIC's commands can be included on a line with another command, provided that a colon separates the two. It would be perfectly possible to have the following:

10 PRINT "Line 1": PRINT "Line 2": PRINT "Line 3"

Even more usefully, the PRINT command can be abbreviated to a question mark. When BASIC comes to list or interpret this line, the ? will be transformed into a PRINT statement. The following line:

20 ? "123": ? "ABC"

will actually show up in the program as:

20 PRINT "123": PRINT "ABC"

Your task

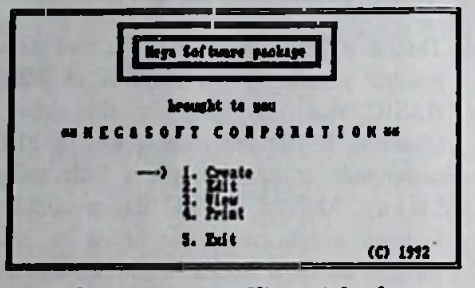
Now onto your task to complete before the next issue. This time its going to be very straightforward. No specification is involved this time, so most of it will be up to you. What I want you to do is to produce the front screen of a brand new software package. A menu will form the main part of the screen, although there will be messages on other parts of the screen. I want you to make use of some graphics from the PCW's character set and to use either the SPC or TAB functions for some of the printing. I

BASICally speaking

would also like your program to use as few program lines as possible.

This is Matthew's answer from two issues ago: (Omitted in error last time).

```
10 PRINT ""****Test your arithmetic skills****"
20 TOTAL=0
30 INPUT "How many questions";no
40 IF no<1 OR no>1000 THEN PRINT "Invalid number":GOTO 30
50 FOR count=1 TO no
60 RANDOMIZE (PEEK(64504!))
70 one=INT(RND(1)*1000) +10:two= INT (RND(1)*100)+10
80 GOSUB 260
90 PRINT "Question"count"- WHAT IS "one"+"two"?"
100 GOSUB 260
110 INPUT answer
120 correct=one+two:IF answer<>correct THEN GOSUB 180 ELSE GOSUB 220
130 NEXT
140 GOSUB 260
150 PRINT "No more questions. You scored"total"out of"no
160 PRINT "This is"total/no*100"per-cent."
170 END
180 PRINT
190 PRINT "Sorry, that was incorrect. The right answer was"correct
200 PRINT "Better luck next time."
210 RETURN
220 PRINT
230 PRINT "Well done, the correct answer was indeed"correct
240 total=total+1
250 RETURN
260 PRINT:PRINT:PRINT "----------
------------------------------"
270 RETURN
```



Producing screens like this is easy with Mallard BASIC - and a bit of know-how!

This is the answer from last time

```
10 position=0: DIM n$(500)
20 INPUT "Name of file to load";file$
30 OPEN "I",1,file$
40 WHILE NOT EOF(1):INPUT #1, row$
50 position=position+1
60 n$(position)=row$
70 WEND:CLOSE
80 INPUT "What kind of sort (A/D)";sort$
90 PRINT "Sorting now....."
100 sorted$ = "yes"
110 FOR count = 1 TO position
120 IF UPPER$(sort$) = "A" THEN GOSUB 290 ELSE GOSUB 310
130 NEXT
140 IF sorted$ = "no" THEN GOTO 100
150 PRINT "Sorted listing:-"
160 PRINT
170 FOR count= 1 TO position
```

BASICally speaking... (continued)

```
180 PRINT n$(count)
190 NEXT
200 PRINT
210 INPUT "Write sorted list back to disc (Y/N)";disc$
220 IF UPPER$(disc$) = "N" THEN GOTO 280
230 INPUT "Name of file to save";file$
240 OPEN "O",1,file$
250 FOR count=1 TO position: PRINT #1,n$(count)
260 NEXT
270 CLOSE
280 END
290 IF n$(count) > n$(count+1) THEN SWAP n$(count), n$(count+1): sorted$="no"
300 RETURN
310 IF n$(count) < n$(count+1) THEN SWAP n$(count), n$(count+1): sorted$="no"
320 RETURN
```

Special Offer

Several years ago, a game Matthew had written was being sold commercially. The game, entitled 'Rugged Racer' was a fairly simple, yet addictive car racing game, written in Mallard BASIC. Features included four levels of play and saved hi-scores and options.

As a special offer to PCW-World members, Matthew is prepared to sell the game for the bargain price of £1.50. To qualify for this special offer, you must send Matthew a formatted 3" disk (Single or double density). Please state which density you are sending - to save Matthew's disc drive and sanity. You must also include a stamped addressed return envelope. Quote your membership number and write to: Matthew Holbrook 2 Lansdown View Tinsbury Bath Avon BA3 1JP Please make all cheques payable to 'Matthew Holbrook'.

CAMBRIDGE GRAPHICS

Geoffrey Childs introduces an important new addition to serious PCW software.

Cambridge Graphics is intended as a serious application for professional users. People such as architects, doctors, businessmen, scientists and university students are among those who have bought it, I am told. Thus it is neither priced or presented in a way that might appeal to the casual dabbler who wants a print out of his or her shopping bill once in a while!

At first sight, CG (Cambridge Graphics) may appear to be a program that does what other programs can do - better, maybe, but with a similar end product. However, this is not the whole story for the serious user. The innovations lie in the comprehensiveness of the design, which can take raw data from various sources (such as databases and spreadsheets), process it and reproduce it in many types of graphical charts. The program can produce this output itself, or it can port it to a desktop publisher such as MicroDesign2 for even better presentation.

Simon Blackley is the author of CG, and he first approached PCW-World for permission to incorporate some routines from Streamlined Basic into his programs. I was, above all, impressed with his documentation - and I was glad to help in any way I could.

The documentation is very comprehensive, running to many pages. It needs to be. CG offers a comprehensive list of options at every stage of the processing. However, you certainly do not need to study all of these before producing some pleasing output from the programs. A feature of the documentation is a step by step example of a straightforward input of data, which is then processed and printed in a suitable chart. You can work through this example at the computer with the manual at your side. It isn't difficult, and it gives a feel of confidence in the program after only a few minutes work.

While the program is mainly written in Basic, this will not be apparent to the user (apart from the universal need to copy

(continued on page 15)

Memory Lane

Part 3

Memory and BASIC

In the third part of the memory series, Daniel Evans looks at PEEK, POKE, CALL, DATA and MEMORY.

From last time... In the last article, we set ourselves a problem - to print "D"s all over the screen. We saw how it was done in BASIC. Now we look at its machine code equivalent.

Getting the routine into memory. As I have said before, machine code routines are routines made of series of numbers. For these numbers to be run, they must be in memory somewhere. You can't just type a series of numbers and expect the machine to execute them. You must put the numbers into memory, and then CALL the routine.

Wait a moment though! We cannot just put our routine anywhere. We musn't overwrite vital machine information. We don't want the computer to overwrite our routine either! What we want to use is the MEMORY command.

When BASIC is loaded, it uses addresses from around 30000 and onwards to store the current BASIC programme and variables. If there is a very long BASIC programme, it might go on to about 61000. Because there is little other spare memory space, we are likely to put our routine at 40000-60000. We must tell BASIC not to overwrite our routine with the current BASIC programme. In other words, we must restrict the length of the BASIC programme so it can only use memory up to a certain address - perhaps one or two addresses before our routine begins.

The MEMORY command allows us to do this. MEMORY 44999 will restrict BASIC so the current programme doesn't go further than 44999 (ie uses 30000ish to 44999). MEMORY 39999 will stop BASIC using any addresses higher than 39999.

Let's be more definite! We will start our machine code routine at 50000. 50000 will be the first byte (single number) of our code, so we will want to restrict BASIC so it only uses up to 49999. For this we use MEMORY 49999.

POKEing the routine into memory. The BASIC command used to put a number into an address is POKE. The command to read from an address is PEEK. Try POKE 50000,123. This has put the number 123 into the address 50000. Then PRINT PEEK(50000). You should get the result 123. PEEKing does not alter memory in any way - but POKEing does.

Say our routine has the numbers 10,11,12 and 13, and we want to put these into 50000-50003. What we would do would be: POKE 50000,10:POKE 50001,11:POKE 50002,12:POKE 50003,13. A more convenient method would be:

10 RESTORE 10: DATA 10,11,12,13

20 FOR n=50000 to 50003:READ d

30 POKE n,d:NEXT.

This is the method that is used for most machine code routines in PCW magazines. (For a fuller description of DATA, READ and RESTORE, please see Matthew Holbrook's "BASICally Speaking" articles). As we shall see, there is a quicker method still for getting numbers into consecutive memory addresses...

Multiple POKEing - Geoffrey Childs has written a programme that alters the way BASIC's POKE command operates. His programmes A4.BAS (from Streamlined BASIC), DWBAS.BAS (from various places) and LIGHTNING BASIC (from CP Software) all "install the feature". The "feature" is this: Rather than doing:

POKE 50000,10:POKE 50001,11:POKE 50002,12:POKE 50003,13,

just do:

POKE 50000,10,11,12,13.

These two lines have exactly the same

Memory Lane

effect. A multiple POKE saves a great deal of typing, and is at least 10 times quicker in execution than the DATA method.

Was that the "D" routine? The 10,11,12,13 routine is not a routine to print "D" on the screen! but the one that follows is:

1,230,10,197,30,68,14,2,205,5,0,193,11,120,177,32,242,201

Don't worry about how it works for the moment! It needs to be inserted at 50000-50017. Can you POKE it in yourself, using the MEMORY command too? If not, wait a moment - the whole procedure is at the end of the article!

Using the routine To use any machine code routine from BASIC, the CALL command needs to be used. To call our routine (at 50000), you would set any variable as 50000, v say, and then CALL v. Eg to call our routine: v=50000:CALL v. Don't do this unless you have put the routine into memory as mentioned above. If you do it without the routine in memory, goodness knows what would happen!

The whole "D" programme, the programme to print "D"s all over the screen (using the DATA method) would be:

```
10 MEMORY 49999
20 DATA 1, 230, 10, 197, 30, 68, 14, 2, 205, 5,0,193,11,120,177,32,242,201
30 RESTORE 20:FOR n=50000 to 50017:READ d:POKE n,d:NEXT
40 v=50000:CALL v
```

Running this programme does many things. It stops BASIC using memory higher than 49999 (line 10). It POKES in our routine (line 30) using the DATA (in line 20). It then CALLs the routine (line 40). If you have a multiple POKE, you would use:

```
10 MEMORY 49999
20 POKE 50000, 1, 230, 10, 197, 30, 68, 14, 2,205,5,0,193,11,120,177,32,242,201
40 v=50000:CALL v
```

Summarising then!

* The MEMORY command stops BASIC using memory higher than stated.

* The POKE command puts a number into an address

* The multiple POKE puts numbers into consecutive addresses

* The PEEK command looks at an address, and tells us what's there

* The DATA command with a FOR NEXT loop is used when no multiple POKE is available

* The CALL command executes a routine in memory. *Next issue: I take a look at memory blocks.*

More Special Offers

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Helps eliminate annoying glare and reflections while increasing contrast, now only £15. Suits all PCWs.

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Amsoft LocoMail (3" disk)

Suitable for LocoScript 1 or LocoScript 2 version 2.28 and higher.

SCA PRO9256-256K (New PcWs)

Parallel printer port and 256K memory upgrade at £70.

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Universal fully adjustable printer stand suits any make printer including the one supplied with all PCWs is now just £7.95.

Questions &

Technical Questions

Our resident expert, Geoffrey Childs - author of Lightning BASIC, PCW: *Streamlined* BASIC, PCW: Peek & Poke and Mallard BASIC Tutorial - answers your technical questions.

Several members have recently asked me questions which could be answered by explanation of the MEMORY command, although in most cases I suspect that that it came as an unexpected answer. Programmers tend to avoid this command as they think it is used for inserting machine code. It is - but it has other uses, and to explain them I will summarise questions into two broad categories.

Q. I am writing a filing program using random files, but the FIELDs that I want to use add up to more than 128 bytes. Can I get round this?

A. In general this is pretty easy. Suppose that you want 50 bytes for names, 100 bytes for address and 10 bytes for telephone number. Bytes here just mean letters or numbers.This adds up to a total field length of 160. Before you open the file in line 100, say) use:

10 MEMORY ,,,160 The commas are absolutely essential.

100 OPEN"r",1,"myfile.dat",160

110 FIELD 50 AS n$,100 AS a$,10 AS t$

The only problems that may arise are that the maximum size of a particular field is greater than 255 or that you have so many fields that you cannot type them all into one line. Usually it is possible by string arithmetic to overcome this problem by slicing a field into two fields or combining strings into a single field.

It is possible to use the CLEAR command instead of MEMORY.

Q. I have written my program which runs all right, but I often want to add something to it, and run out of memory, so I have to cut out other things. Is there anything I can do to create more memory? After all, the PCW has 256 (512) K and I can only use about 31K?

A. This is not the time and place to explain how the other memory is used by the PCW, except to say that much of it is normally used by the M disc. This gives the simplest solution. Divide your program into sections and copy section onto M, and CHAIN or CHAIN MERGE different parts as needed. Naturally this does slow the program and sometimes there are ways to slightly increase the memory available.

As we saw earlier the MEMORY command contains various sections - the reason for the commas. In full the command is MEMORY a,b,c,d. a sets the location of HIMEM and this shouldn't be changed unless you are using code routines. (Sometimes borrowed code routines are very expensive in memory as HIMEM is set too low). b stands for stack-size. This normally 512, but 99.9% of programs work happily with a smaller stack size. You can lower this to 256 and save 256 bytes i.e. MEMORY ,256.

c stands for the number of file buffers, normally 3. If you change it to 4 you could OPEN"r",4....when you have open files on 1, 2 and 3. More to the point you can REDUCE the 3 and save memory (normally about 260 bytes) for each reduction. d as mentioned in the previous question stands for maximum record length. This cannot be reduced to less than 128, so it uses memory and doesn't save it. CLEAR will first clear all variables from memory but can also have the parameters CLEAR ,a,b,c,d with the same meaning as before.

A very simple trick is often possible (especially with certain programmers!) to save memory. Load your program,e.g.

LOAD "MYPROG", PRINT FRE("")

to tell you how much memory you have left.

Answers!

by Geoffrey Childs

Now

SAVE "M:MYPROG",a.

Now POKE 288,1 and LOAD "M:MYPROG".

Try PRINT FRE("") again and see the result. The POKE at 288 creates a slightly different editing mode, in which all superfluous spaces are edited out. When a program is loaded from an ASCII form it has to be re-edited.

Finally, there are sometimes ways to avoid using normal Basic memory for machine code routines. The locations 63050-63109 are safe, since the Digital Research Copyright message is all that this contains. Sometimes one can use buffers such as 128-255 for a temporary piece of code, which can be overwritten later. FIND will use this buffer, but a piece of code (not Graphics since this must be above 49151) that is immediately CALLed and not reused is safe here.

Q. Any new shareware this time?

Just one disc. This time it is a game. SW112 (Chip Cricket) has been developed by Roys-ton Moore (C.B.E) and should be topical in retrospect of the World Cup and the current season. It is a game of skill rather than quick reactions.

As with the other shareware SW101 to SW111 send applications to ME not PCW World, INCLUDING A DISC (3 inch or 3.5 inch acceptable) and a STAMPED ADDRESS ENVELOPE. There is a registration fee, (£5 for SW112) but optionally this may be paid later after trying the software.

For shareware and for other questions which I will try to answer (as usual) please include a S.A.E, and if I do answer a question, please let me know later whether the answer solves the problem or not. My address is

G.T.Childs, 14 Gretton Rd., Winchcombe, Gloucs. GL54 5EG.

Cambridge Graphics

(continued from page 11)

CP/M, BASIC.COM and the master disc before use).

From the A> prompt, typing in GRAF is all that is needed. You won't even see the prompt Ok! It can also run automatically from a PROFILE.SUB. While the program is running, an appropriate help screen is always available at a keypress, and an instant return to the full screen is achieved by the use of M disc memory.

These days, it is important to know whether a program will suit your particular PCW, and I believe I can say with confidence that CG will work on any PCW, as we have been in touch on many such aspects. With the standard PCW8256, there is insufficient memory to carry the help screens on the M disc although they can be called from the A disc. Using the PCW9512, graphics are more difficult but not impossible with a daisywheel. There should be no special problems with bubble jet printers.

Users are also offered a telephone help line, and I know from letters and telephone conversations that Simon is an extremely conscientious and thorough person. Com-mercial software is not always supported well, but I am sure users need have no fears in this case.

CG retails at £39.95, but Simon is willing to offer a discount to £29.95 to PCW-World members until August 1992. Contact Cam-bridge Graphics, "Hazelwood", Appleton Le Moors YORK. YO6 6TE. Enquiries for further details are welcomed from Cam-bridge Graphics.

Customising Part 3 PIP.COM

If you haven't used SID - use it with me...

Harvey continues his series with part 3, Customising PIP.COM. Read how to change those DREADED Error messages when copying with PIP.

If, after being successful with SUBMIT.COM, you would like to carry on, we are going to change two sections of PIP.COM all in one go, the DISK WRITE and the NO DATA BLOCK error messages.

Start by copying from your COPY CP/M master disc, SID.COM and PIP.COM to a new formatted disc, with the aid of the PIP.COM utility.

At the A> prompt type:

SID PIP.COM

SID will reply with:

CP/M 3 SID Version 3.0

NEXT MSZE PC END

2300 2300 0100 DAFF

#

Please note that these numbers (and all subsequent numbers) are in hexadecimal (hex)

We are going to change the DISK WRITE message first. So type at the #,

#d0220 [RETURN] (d = Display)

SID will reply with the first few lines as follows:-

```
#0220: 44 49 53 48 20 52 45 41 44 24 44 49 53 48 20 57 DISK READ$DISK W
#0230: 52 49 54 45 24 56 45 52 49 46 59 24 49 4E 56 41 RITE$VERIFY$INVA
#0240: 4C 49 44 20 44 45 53 54 49 4E 41 54 49 4F 4E 24 LID DESTINATION$
#0250 : etc.etc...
#
```

You can now see the DISK WRITE message. Counting in HEX along the 0220 line our first byte is 44 the D in DISK, at address 022A, if you look closely there are three 44's, we start at the third one along the row, so we type in at the #,

#s022A [RETURN] (s = SET MEMORY)

SID replies with:-

#022A 44

(The current byte at this address is 44) and as I told you last time we type the replacement byte to the right of this.

Getting started

The following list is the bytes to change, the address in Memory is first, the current byte next, then the replacement byte last.

DO NOT TYPE IN THE LETTERS AT THE SIDE OF THE BYTE NUMBERS, THEY ARE ONLY A GUIDE.

Address in Memory	current byte at current address	replacement byte at current address
022A	44 D	43 C
022B	49 I	41 A
022C	53 S	4E N
022D	48 K	27 '
022E	20 space	54 T
022F	57 W	20 space
0230	52 R	43 C
0231	49 I	4F O
0232	54 T	50 P
0233	45 E	59 Y
0234	24 $	

At address 0234, type a full stop to terminate input, and press [RETURN] SID replies with a #, (we are not SAVEing our changes just yet).

We are now going to change the message...

NO DATA BLOCK To a more friendly message...

.COM files

by Harvey Clayworth

DISC IS FULL

So type at the #

#d03D0 (d = Display)

SID replies with the first few lines.

```
#03D0: 50 41 43 45 24 4E 4F 20 44 41 54 41 20 42 4C 4F PACE$NO DATA BLO
#03E0: 43 4B 24 43 41 4E 27 54 20 43 4C 4F 53 45 20 43 CK$CAN'T CLOSE C
#03F0: etc,etc,...
#
```

You can now see the NO DATA BLOCK message, Counting in HEX along the line 03D0 our first byte is 4E the N in NO, the address is 03D5.

We now type:

#s03D5 [RETURN]

SID replies with:-

#03D5 4E our first byte

The replacement byte is typed to the right of this like so:

#03D5 4E 43 [RETURN]

The following is a list of the changes to be made.

Address in Memory	current byte at current address		replacement byte at current address	
03D5	4E	N	44	D
03D6	4F	O	49	I
03D7	20	space	53	S
03D8	44	D	43	C
03D9	41	A	20	space
03DA	54	T	49	I
03DB	41	A	53	S
03DC	20	space	20	space
03DD	42	B	46	F
03DE	4C	L	55	U
03DF	4F	O	4C	L
03E0	43	C	4C	L
03E1	4B	K	20	space
03E2	24	$		

```
WPIP.COM
    Records Written
^C↑
A>
```

When all the bytes have been changed, type a full stop to terminate input SID will reply with a

#

at the # if you type

d03D5 (d = Display)

you will see the message has changed.

Then type

WPIP.COM [RETURN]

the drive will ....wrrrr and our changes will be SAVEd to disc. PIP will tell you when they are SAVEd with the message Records Written. Then just type:

[ALT] C

and we are back in CP/M.

Just to remind you about the WARNING I gave you in the last issue, be VERY careful when using SID, disastrous things may happen. ALWAYS work with a COPY of what you are doing, and ONLY alter the ASCII codes (bytes), leave everything else alone, or your program could.....

C R A S H !.

ROOTS PCW

In the last issue we mentioned the lack of a genealogy program. There is one now available called Roots PCW.

We intend to review it in the next issue of the PCW-World newsletter.

Graphics

PCW World's new disk will be a solution to a long term problem for PCW users. It will allow them to transfer many different graphic formats from one to the other!

Many of us have used graphics in various forms on the PCW, from LOGO, or simple designs with PRINTMASTER, up to the complexities of desk top publishing. Most of the programs concerned are excellent for reproducing picture files designed using themselves... and useless for reproduction of pictures created by another method. The aim of this disk, is to allow transfer of files, so that, for example, a file produced by LOGO or Trojan light pen, could be reproduced and edited in Microdesign. On the B side of the disk, there is an introduction to special games routines such as animation - again something that we feel has not been previously attempted on the PCW.

We have asked Lawrence Helsby, a long time PCW member and PRINTMASTER enthusiast, for his reactions after using the new disk.

GRAPHICS TRANSFER

This is another addition to the PRINTMASTER series, and should prove to be of great assistance to both those who are desk top publishing addicts, and those who just dabble with the Printmaster/public domain disks available from PCW WORLD, to produce posters, calendars,cards, banners and letterheads etc.

For the former, there are programs to convert saved screens/pictures between Micro Design, Stop Press, Newsdesk International & Desk Top Publisher. Hence a disk of pics can be purchased for one format and selected pics converted to the chosen format. A Micro Design (.MDA) picture can also be converted to a PRINTMASTER format. It is also possible to convert a screen to a full size .MDA file and a PM pic to an MD .CUT.

The second category of files, is very comprehensive. A suite of programs allows saved screens (eg from Trojan light pens, MasterScan) to be manipulated and saved to disk. The selected picture is loaded, and can then be expanded or compressed to the chosen size,a section cut out, re-positioned on the screen by being moved up/down and left/right, and the reverse video image obtained, the result of each manipulation being displayed. At any time, the displayed screen can be saved to disk, printed out, or played around with to your hearts content. For Printmaster users, any screen can be compressed and saved as a Printmaster pic, and added to a .SHP & .SDR disk of LIB file shapes. This Graphic Transfer disk, can therefore produce new .SHP shapes very much quicker than the PRINTMASTER EXTRA disk programs, which produce the shapes by adding "blobs" line by line on a displayed grid, to build up the required picture. Great if you are artistic and can "see" what the final picture will look like (and have the patience to draw the shape), but not if you are impatient to see the final result in print.

As an extra for experimentation, the second side of the disk contains a series of files and notes, on how to produce animation effects, and a program (MAP) is included, to show the results of such graphical and sound techniques.

One of the files on the disk (GT.COM), has to be loaded on start-up, if it is intended to use picture files other than just .SHP/.SDR shapes. The object of GT.COM, is to enable the key pad number keys (those in the lower right hand corner of the keyboard - not the main number keys along the top of the keyboard) to be used to save a screen to the hidden computer memory by pressing keys 2 & 9 together (hold them down for a second or two, or until the screen 'flashes' off & on indicating that the saving has taken place), and the same pair plus the SHIFT key, to reproduce the saved pic back on to the screen again (this time hold the 3 keys down

Transfer

until the pic. appears). This reproduction can take place at almost any time, & so can a screen save, provided you don't switch off the computer, even if you go back to SYSTEM (ie back to A>) and load basic plus another program, or almost any other .COM program, a saved screen is still there for reproducing again. Since this may prove to be quite useful, it may be worth including it in your auto-boot disk for the programs. Just a quick modification to a PROFILE.SUB is all that is required. For example, the last line of a PROFILE.SUB would normally be say: A> BASIC DWBAS This would need changing to : A> GT ! BASIC DWBAS to automatically set the GT.COM before the BASIC & DWBAS load/run.

If you do use a PROFILE.SUB, just a word of warning. Don't make it a very long one. If you do, there is a possibility that it will use memory that conflicts with DWBAS. The DWBAS is included on the GRAPHIC TRANFER disk, and is the BASIC extension that many PCW-World programs utilise, and is a very handy addition for use with any other BASIC program that you are writing. By just a couple of key presses or character insertions, it produces reverse video PRINTs, windows, clearscreen, start printing at any chosen spot on the screen, & other effects, (eg. #c will clear the screen), without interfering with any other BASIC programs that don't use DWBAS.

Although the temptation with new purchases is to dive straight into trying the programs, the LocoScript documents are well worth printing out first and perusing, even if you don't study them in depth. This will enable you to select the programs you need, which can then be copied onto a start-up disk (containing the usual J*CPM3.EM* , SETDEF, BASIC, DWBAS, PROFILE.SUB & any other personal favourite routines). Highlighting command instructions and key presses for each program saves re-reading the complete document at each stage, and the extra tips/hints/suggestions are well worth noting.

As an enthusiastic user of PCW-WORLD programs, the new GRAPHICS TRANSFER suite is highly recomended, although as with any open & versatile software product, personal preferences tend to produce little personal niggles. For example, originally, the VIEW & SCRED shapes programs used a .UNS suffix, hence all other disk pictures had to be re-named on the disks before they could be loaded & manipulated - a bit of a bind if you missed this by not reading the documents first! PCW-WORLD have now altered this for the latest disk, and files that are in the same format as .UNS can be used without re-naming, although some care is necessary as some formats are very similar without being absolutely identical.

.PCP files (from Master Paint, Master Scan & Graflink2 for example) or .SCR (Cadmasters Trojan light pen) are completely interchangable with .UNS, and can be loaded or saved using VIEW or SCRED. Since PCW-WORLD have used BASIC, it is a straight forward operation to change any other minor personal preferences that the individual user might have.

Finally, a MENU can easily be devised to allow quick selection of any GRAPHIC TRANSFER program and/or PRINTMASTER EXTRA program, and to enable you to flip from one program to another.

For spending just an hour to print and read the LocoScript documents, and to make a new start-up disk with selected programs from GRAPHICS TRANSFER & other disks, there is plenty of entertainment and satisfaction to be obtained from this new PCW-World disk.

Graphics Transfer is available exclusively from PCW-World. The special members price is £10.95 (non members £12.95). Please state clearly the disk size required when ordering - 3" or 3.5".

Cheques should be made payable to "Streamlined BASIC" and sent to PCW-World at Halesowen.

Summer Madness

Special Prices to PCW-World Members

3.5" External Disk Drive

Fits either PCW8256 or PCW9512, easy to fit, supplied with free U/116 software and 10 x 3.5" disks - £65

5.25" External Disk Drive

Fits either PCW8256 or PCW9512, easy to fit, supplied with free U/116 software and 10 x 5.25" disks - £60

3.5" Internal 'B' Disk Drive

For the PCW8256 or PCW9512, supplied with free U/116 software and 10 x 3.5" disks - £83

3.5" Internal 'A' Disk Drive

For the PCW9512 supplied with free U/116 software and 10 x 3.5" disks - £85

3.5" Second 'B' Disk Drive

For PCW8512 or PCW9512. Auto detecting mechanism recognises which drive is active, no switches, supplied with free U/116 software and 10 x 3.5" disks - £95

3" PCW8256/8512 'A' Disk Drive

Brand New Replacement 3" disk drive - £75

3.5" External Disk Drive

For new PcW9256 supplied with free U/116 software and 10 x 3.5" disks - £79

Internal Memory Upgrade Kit

For PCW8256/8512 and PcW9256 - £14.95

U/116 MSDISC Software

Written by George Mortreuil (PCW-World member). This disk contains a suite of CP/M programs suitable for use with all PCWs (inc. new PcWs) to allow the formatting and reading of PC format (and other ODDBALL formats) using the PCWs 3.5" or 5.25" 'A' or 'B' drive.

Also included on the disk is FASTCOPY.COM which can multiple copy any disk very quickly between CP/M and CP/M or CP/M and MSDOS (or Vice Versa). By reading the source disk once it can make multiple copies very quickly. FASTCOPY only reads and writes used tracks, which makes diskcopying even faster the smaller the K.

We have been told that the software on this disk can copy those 'hard to copy disks' too. Free with drives or £3.95.

Printer Ribbons

PCW8256/8512 & PcW9256 Black Fabric

Reinkable ribbons, excellent quality, 10 off - £25

PCW8256/8512 & PcW9256 Black Carbon M/S

Multi Strike ribbons, not reinkable, 10 off - £30

PCW8256/8512 & PcW9256 Coloured Fabric

Red, Blue, Green, Brown, Yellow, Purple at £4 each.

PCW8256/8512 & PcW9256 Printhead Cleana

Cleans the printhead for clearer printout - £4 each

PCW9512 & PcW9512+ Daisy - Black Fabric

Reinkable ribbons for PCW daisy printers - 10 off £25

PCW9512 & PcW9512+ Daisy - Black MS

Multi Strike Carbon Film ribbons - 10 off £25

PCW9512 & PcW9512+ Daisy - Colours

Red, Blue, Green and Purple ribbons - £4 each

STAR LC10 & Compatible

Reinkable black Fabric ribbons - 10 off £29

STAR LC24/10 & Compatible

Reinkable Black Fabric ribbons - 10 off £29

CITIZEN 120D, 120D+, 224, SWIFT etc

Black Fabric reinkable ribbons - 10 off £29

Other Products

3.5" individual clear plastic disk cases - 10 off - £4.95

3" individual clear plastic disk cases - 10 off £4

40 Capacity disk box, holds 3.5" & 3" with cases £4.95

80 Capacity disk box, holds 3.5" & 3" cased - £8.95

120 Capacity disk box, holds 3.5" & 3" cased £10.95

10 Capacity (3" uncased only) Amstrad Fanfile £4

3 piece dustcover, please state which model - £9.95

Amstrad CPS8256 interface, RS232 & Parallel - £29.95

HP DESKJET & Compatible **ink cartridges** - £10 each